

PCPC Pickleball Safety and Etiquette

Fair play and sportsmanship are keys to success and enjoyment in any sport. Failure to comply with safety and etiquette puts all the players on the court at risk of injury and disrupts the playing time for every player. The PCPC has adopted Pickleball Safety and Etiquette practices to support play so that no one gets hurt and everyone gets to enjoy their time on the court. This document is a PCPC Governing Document, and as such, must be followed to maintain membership in the PCPC.

Court Safety

1. Wear appropriate court shoes.
2. PCPC recognizes the significant risk of eye injury during play. PCPC strongly recommends wearing eye protection.
3. Do NOT back up on the court. For safety's sake, turn and move sideways to reach balls that are beyond your reach. It is always an option - to just let the ball go and try for the next point.
4. Do NOT run into other active courts when playing your point.
5. Do NOT chase your ball through other active courts – wait for others to return your ball to you. Raise your arm to indicate you can receive the ball.
6. When retrieving a loose ball, look for players waving at you to receive the ball and, when possible, return ball behind courts. Don't just slam the ball out of the way, ensure a loose ball is returned to the proper court.
7. STOP play immediately if a loose ball comes on your court or behind it – shout PICKLE. Return the loose ball to a player ready to receive it and replay your rally.
8. When going to and from a court be aware and stay well clear of other active players and courts.
9. Keep yourself well hydrated and wear sun protection.
10. Before the game begins, discuss with your partner how you will identify which player will take the ball. Have a system for “calling” the ball (“yours” or “mine”) and agree that if your partner calls the ball, you will get out of the way to ensure that they can play the ball safely.
11. You are expected to be in control of the balls that you hit and to be able to choose to hit the ball in a way that does not target or risk injuring another player. This includes being mindful of the “level” of play for the court and playing within that level.

Court Etiquette

Etiquette: [ET - i - kit] defined as: “conventional requirements as to social behaviour; prescribed or accepted code of usage.”

1. At the beginning of the game introduce yourself, if not familiar with your partner or other players.
2. Call immediately and loudly if you or your partner land in the NVZ (kitchen) on a volley.

3. Be familiar with the USA Pickleball Official Rulebook Global Pickleball Federation Edition of Pickleball. For example,
 - a. Rule 13.D.1.a In the spirit of good sportsmanship, players are expected to call any type of fault on themselves as soon as the fault is committed or detected. The fault call must happen before the next serve occurs.
 - b. Rule 13.D.1.c “In non-officiated matches, players may call non-volley zone and service foot faults on the opponent's end of the court. If there is any disagreement among players about the called foot fault, a replay shall occur
 - c. Rule 13.D.1.d For non-officiated matches, if a player believes an opponent has committed any type of fault other than a service or non-volley zone foot fault as noted in section 7—Fault Rules, they may mention the specific fault to the opponent(s) but they have no authority to enforce the fault. **The final decision on fault resolution belongs to the player that allegedly committed the fault.'**
4. You are expected to call any type of fault on your side of the court promptly, and the only faults you may call on your opponent during recreational play are foot faults (service and non-volley zone). Those are only enforceable as a fault *if* the person allegedly committing the foot fault agrees with your call; otherwise, it's a replay.

In non-officiated matches, you can certainly mention other faults (like double bounces on the other side of the net) you think your opponent committed, but you have no authority to enforce them.
5. When you are playing in a non competitive situation take time once in a while to play with weaker players – they will be thrilled to have the experience and you can practice specific slower shots. If you are playing with weaker players work on shots that they can return and learn from.
6. If you are playing a stronger player, you can also benefit by hitting to them– it will make you a better player plus keep the game interesting for all who are playing.
7. Do not deliberately slam at weaker opponents. There is a line between hitting a winning shot and hitting an unnecessary shot.
8. Sign up for the appropriate level of play (e.g., Beginner, Advanced, Fusion.) It is expected that every member will be aware of the level of the court and play according to that level.
9. Be aware of the player rotation format when you show up at a court and agree to follow the specified group process for that play event. You may not get to play with a specific pairing every game. Be ready to play when it's your turn.
10. Restrain from providing unsolicited coaching on the court. If someone asks for your input, do so briefly being mindful of the flow of the game. You can ask if a person wants feedback, but respect their answer.
11. When a ball on your side is out of bounds, call “out” loudly and immediately, as well as using a hand signal with your hand/arm pointing up.

12. - Communication with your partner about strategy and positioning during play is expected and helpful, but random comments during play are discouraged as distracting to the other players.
13. Life sometimes gets in the way of your game and our system is designed to allow for cancellations and rescheduling. However, chronic, short-notice, repetitive cancellations are no fun for the other players or the administrative team and are not considered good member conduct.

PB RULES as well as Etiquette

1. You must call out the score, so your opponents can hear, before serving the ball.
2. The server must wait for the receiver to be ready before serving.
3. You may ask the opposition to help with a call, and if you do, their decision is FINAL .
4. If you did not see whether a ball bounced in or out on your side of the net—it is IN.

